8. The method of claim **5**, further comprising switching a second client device from the player role to the spectator role while switching the client device from the spectator role to the player role.

9. The method of claim **8**, wherein identifying that the trigger event has occurred comprises identifying that at least a predetermined time period has elapsed since the second client device was assigned the player role.

10. The method of claim **8**, wherein identifying that the trigger event has occurred comprises receiving a player handoff input from the second client device.

11. The method of claim **5**, wherein identifying that the trigger event has occurred comprises identifying a time when an avatar corresponding to the play is not in imminent danger.

12. The method of claim **5**, wherein identifying that the trigger event has occurred comprises identifying a time when an avatar corresponding to the play is not in imminent danger.

13. The method of claim **5**, wherein the first latency corresponds to a first bitrate and the second latency corresponds to a second bitrate, wherein the second bitrate is higher than the first bitrate.

14. The method of claim **5**, wherein the first latency corresponds to a first quality of service and the second latency corresponds to a second quality of service, wherein the second quality of service is higher than the first quality of service.

15. The method of claim **5**, wherein the first latency corresponds to a first network priority and the second latency corresponds to a second network priority, wherein the second network priority is higher than the first network priority.

16. The method of claim **5**, further comprising:

receiving a spectator input from the client device while the client device is assigned to the spectator role;

generating an audio effect within the shared virtual environment in response to receipt of the spectator input from the client device.

17. The method of claim **16**, wherein the audio effect simulates a crowd cheering.

18. A method for customized video game spectating, the method comprising:

generating a video game environment;

receiving one or more control inputs from a player device;

modifying an aspect of the video game environment based on the one or more control inputs from the player device;

receiving a plurality of commentator audio streams from a plurality of commentator devices;

receiving a commentator selection from a spectator client device, the commentator selection identifying a selected commentator audio stream of the plurality of commentator audio streams;

streaming the video game environment to the player device, the plurality of commentator devices, and the spectator device; and

streaming the selected commentator audio stream to the spectator device.

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